AMENDMENTS TO THE CLAIMS

Claims 1-64 are pending in the instant application. Claims 1, 6, 20 and 39 have been amended to further clarify the language used in these claims and to further prosecution of the present application. The Applicant respectfully submits that the claims define patentable subject matter.

Listing of claims:

1. (Currently Amended) A system for wirelessly playing media files, the system comprising:

a server having a memory for storing the media files;

a station operably connected to the server;

at least one client, the at least one client capable of accessing and downloading the media files by wirelessly communicating with the server via the station from a plurality of remote locations from the station and the server, wherein the media files are stored in one or more directories of the server based on particular locations of the at least one client, and only specific ones of the media files are accessed from a particular one or more of the server directories, and downloaded by the at least one client based on [[a]]the particular location of the at least one client; and

a plurality of devices capable of outputting the specific ones of the media files, ~~wherein~~ when the at least one client operably connects to one or more of the plurality of devices.

2. (Previously Presented) The system according to claim 1, wherein the at least one client comprises:

a wireless transceiver;

a processing unit running an operating system;

a display; and

a decoder that decodes the specific ones of the downloaded media files.

3. (Previously Presented) The system according to claim 2, wherein the at least one client comprises a player that plays the decoded specific ones of the media files.

4. (Previously Presented) The system according to claim 3, wherein the at least one client outputs the specific ones of the media files in analog format to a device capable of outputting analog media files.

5. (Previously Presented) The system according to claim 3, wherein the at least one client outputs the specific ones of the media files in digital format to a device capable of outputting digital media files.

6. (Currently Amended) The system according to claim 2, wherein the at least one client is capable of accessing, downloading and decoding portions of the specific ones of the entire media files from the server directories.

7. (Previously Presented) The system according to claim 6, wherein the at least one client accesses and downloads a next portion of the specific ones of the media files while playing a previously downloaded and decoded portion of the specific ones of the media files.

8. (Previously Presented) The system according to claim 2, wherein the at least one client is battery-operated.

9. (Previously Presented) The system according to claim 2, wherein the at least one client utilizes a charging cradle plugged into a power source.

10. (Previously Presented) The system according to claim 2, wherein the at least one client is within a mobile device.

11. (Previously Presented) The system according to claim 10, wherein the mobile device includes a memory where the specific ones of the downloaded media files are stored.

12. (Previously Presented) The system according to claim 2, wherein the at least one client is for use in a car.

13. (Previously Presented) The system according to claim 12, wherein the car includes a memory where the specific ones of the downloaded media files are stored.

14. (Previously Presented) The system according to claim 13, wherein the at least one client is capable of automatically accessing and downloading the specific ones of the media files on the server when the car is within communicating distance from the station.

15. (Previously Presented) The system according to claim 1, wherein the server is operably connected to the Internet.

16. (Previously Presented) The system according to claim 15, wherein the at least one client is capable of accessing, downloading, decoding, and playing streaming data of the specific ones of the media files from the Internet.

17. (Previously Presented) The system according to claim 1, wherein the system comprises at least a second server.

18. (Previously Presented) The system according to claim 1, wherein the system comprises at least a second station.

19. (Previously Presented) The system according to claim 1, wherein the system comprises at least a first and a second client.

20. (Currently Amended) A method for wirelessly playing media files in a system comprising a server where media files reside, a station connected to the server, and at least one client capable of accessing and downloading the media files, the client further wirelessly connected to the server via the station, the client having a transceiver, an operating system, a display, and a media files decoder, the method comprising:

accessing and downloading a media file from the server, by the at least one client wirelessly via the station, wherein the media files are stored in one or more directories of the server based on particular locations of the at least one client, and only

specific ones of the media files are accessed from a particular one or more of the server directories and downloaded by the at least one client based on [[a]]the particular location of the at least one client;

decoding the specific ones of the downloaded media files;

playing the specific ones of the decoded media files utilizing a player on the at least one client; and

operably connecting an output of the at least one client to an input of a device capable of outputting the specific ones of the media files.

21. (Previously Presented) The method according to claim 20, wherein accessing and downloading the specific ones of the media files comprises accessing and downloading portions of the specific ones of the media files.

22. (Previously Presented) The method according to claim 21, comprising:

decoding the downloaded portion of the specific ones of the media files;

playing the decoded portion of the specific ones of the media files; and

accessing and downloading a next portion of the specific ones of the media files while a previous portion is being decoded and played.

23. (Previously Presented) The method according to claim 22, wherein the at least one client is in a mobile device.

24. (Previously Presented) The method according to claim 23, wherein the mobile device comprises a memory for storing downloaded the specific ones of the media files.

25. (Previously Presented) The method according to claim 20, wherein the at least one client is in a car, the car having a memory for saving downloaded the specific ones of the media files.

26. (Previously Presented) The method according to claim 25, comprising:

automatically accessing the specific ones of the media files on the server by the at least one client in the car, when the car comes inside the area covered by the wireless network of the station;

comparing media files stored in the memory of the server with a list of media files stored in the memory in the car;

downloading specific ones of the media files in the server that are not in the memory in the car, if the memory in the car has sufficient storage space; and

removing media files in the memory in the car, then downloading the specific ones of the media files in the server that are not in the memory in the car, if the memory in the car does not have sufficient storage space for more media files.

27. (Previously Presented) The method according to claim 20, wherein the server is operably connected to the Internet.

28. (Previously Presented) The method according to claim 27, comprising:

accessing the Internet by the at least one client, through the server and via the station; and

accessing the specific ones of the media files from the Internet as a digital bit-stream.

29. (Previously Presented) The system according to claim 1, wherein the specific ones of the media files are accessed and downloaded from a specified directory on the server that is associated with the particular location of the client.

30. (Previously Presented) The system according to claim 1, wherein an association between a list of the specific ones of the files to be accessed and downloaded and the particular location of the at least one client is created by a user.

31. (Previously Presented) The system according to claim 1, wherein the at least one client automatically retrieves the specific ones of the media files from a directory residing in the server based on the particular location of the at least one client.

32. (Previously Presented) The system according to claim 1, wherein the at least one client automatically synchronizes with a directory residing in the server that is associated with the particular location of the at least one client.

33. (Previously Presented) The system according to claim 1, wherein the at least one client compares a list of locally stored specific ones of the media files with a list of media files in a directory residing in the server that is associated with the particular location of the at least one client.

34. (Previously Presented) The system according to claim 33, wherein the at least one client determines whether to retrieve the specific ones of the media files from the directory residing in the server based on the comparison.

35. (Previously Presented) The system according to claim 33, wherein the at least one client determines what the specific ones of the media files to retrieve based on the comparison.

36. (Previously Presented) The system according to claim 33, wherein the at least one client determines whether to keep or replace one or more locally stored specific ones of the media files based on the comparison.

37. (Previously Presented) The system according to claim 36, wherein the at least one client keeps the one or more locally stored specific ones of the media files based on the comparison and/or on availability of local storage.

38. (Previously Presented) The system according to claim 36, wherein the at least one client replaces the one or more locally stored specific ones of the media files based on the comparison and/or on availability of local storage.

39. (Currently Amended) A system for wirelessly playing media files, the system comprising:

at least one client capable of accessing and downloading the media files, by wirelessly communicating with a server and a station from a plurality of locations remote from the server and the station, wherein the server has a memory for storing the media files in one or more directories of the server based on particular locations of the at least one client, and the station is operably connected to the server, wherein only specific ones of the media files are accessed from a particular one or more of the server directories and downloaded by the at least one client based on [[a]]the particular location of the at least one client, and wherein the at least one client couples to one or more of a plurality of devices capable of outputting the specific ones of the media files when the at least one client operably connects to one or more of the plurality of devices.

40. (Previously Presented) The system according to claim 39, wherein the at least one client comprises:

a wireless transceiver;

a processing unit running an operating system;

a display; and

a decoder that decodes the downloaded specific ones of the media files.

41. (Previously Presented) The system according to claim 40, wherein the at least one client comprises a player that plays the decoded specific ones of the media files.

42. (Previously Presented) The system according to claim 41, wherein the at least one client outputs the specific ones of the media files in analog format to a device capable of outputting analog media files.

43. (Previously Presented) The system according to claim 41, wherein the at least one client outputs the specific ones of the media files in digital format to a device capable of outputting digital media files.

44. (Previously Presented) The system according to claim 40, wherein the at least one client is capable of accessing, downloading and decoding portions of the specific ones of the media files.

45. (Previously Presented) The system according to claim 44, wherein the at least one client accesses and downloads a next portion of the specific ones of the media files while playing a previously downloaded and decoded portion of the specific ones of the media files.

46. (Previously Presented) The system according to claim 40, wherein the at least one client is battery-operated.

47. (Previously Presented) The system according to claim 40, wherein the at least one client utilizes a charging cradle plugged into a power source.

48. (Previously Presented) The system according to claim 40, wherein the at least one client is within a mobile device.

49. (Previously Presented) The system according to claim 48, wherein the mobile device includes a memory where the downloaded specific ones of the media files are stored.

50. (Previously Presented) The system according to claim 40, wherein the at least one client is for use in a car.

51. (Previously Presented) The system according to claim 50, wherein the car includes a memory where the downloaded specific ones of the media files are stored.

52. (Previously Presented) The system according to claim 50, wherein the at least one client is capable of automatically accessing and downloading the specific ones of the media files on the server when the car is within communicating distance from the station.

53. (Previously Presented) The system according to claim 1, wherein the server is operably connected to the Internet.

54. (Previously Presented) The system according to claim 53, wherein the at least one client is capable of accessing, downloading, decoding, and playing streaming data of the specific ones of the media files from the Internet.

55. (Previously Presented) The system according to claim 39, wherein the specific ones of the media files are accessed and downloaded from a specified directory on the server that is associated with the particular location of the client.

56. (Previously Presented) The system according to claim 39, wherein an association between a list of the specific ones of the files to be accessed and downloaded and the particular location of the at least one client is created by a user.

57. (Previously Presented) The system according to claim 39, wherein the at least one client automatically retrieves the specific ones of the media files from a directory residing in the server based on the particular location of the at least one client.

58. (Previously Presented) The system according to claim 39, wherein the at least one client automatically synchronizes with a directory residing in the server that is associated with the particular location of the at least one client.

59. (Previously Presented) The system according to claim 39, wherein the at least one client compares a list of locally stored specific ones of the media files with a list of media files in a directory residing in the server that is associated with the particular location of the at least one client.

60. (Previously Presented) The system according to claim 59, wherein the at least one client determines whether to retrieve the specific ones of the media files from the directory residing in the server based on the comparison.

61. (Previously Presented) The system according to claim 59, wherein the at least one client determines what specific ones of the media files to retrieve based on the comparison.

62. (Previously Presented) The system according to claim 59, wherein the at least one client determines whether to keep or replace one or more locally stored specific ones of the media files based on the comparison.

63. (Previously Presented) The system according to claim 62, wherein the at least one client keeps the one or more locally stored specific ones of the media files based on the comparison and/or on availability of local storage.

64. (Previously Presented) The system according to claim 62, wherein the at least one client replaces the one or more locally stored specific ones of the media files based on the comparison and/or on availability of local storage.